

My Way or The Highway

An ambush to cut the enemy supply line.

Background:

Alpha Company, 3/40th Cavalry, is moving supplies to a forward support base in anticipation of a major 7th ID offensive against units of the 52nd MRD. A combined arms team has been assigned to escort a convoy of heavy munitions trucks along a road designated Main Supply Route 3 (MSR 3), known to the locals as Highway 20.

It is imperative that at least five of the trucks reach the FSB. Failure to do so will result in ammunition shortages and a delay of the impending operation.

The 52nd MRD has proved very successful in utilizing guerrilla tactics against the 7th ID. Trying to avoid pitched battles until it has regrouped and prepared itself, the 52nd MRD has dispatched company teams to attack and interdict any strategic movement by the enemy. Company C, 3rd Battalion, 11th Motorized Rifle Regiment, a mechanized infantry company reinforced by an artillery section, has been tasked with closing Highway 20 to any and all enemy movement.

Starting Forces:

Defender:

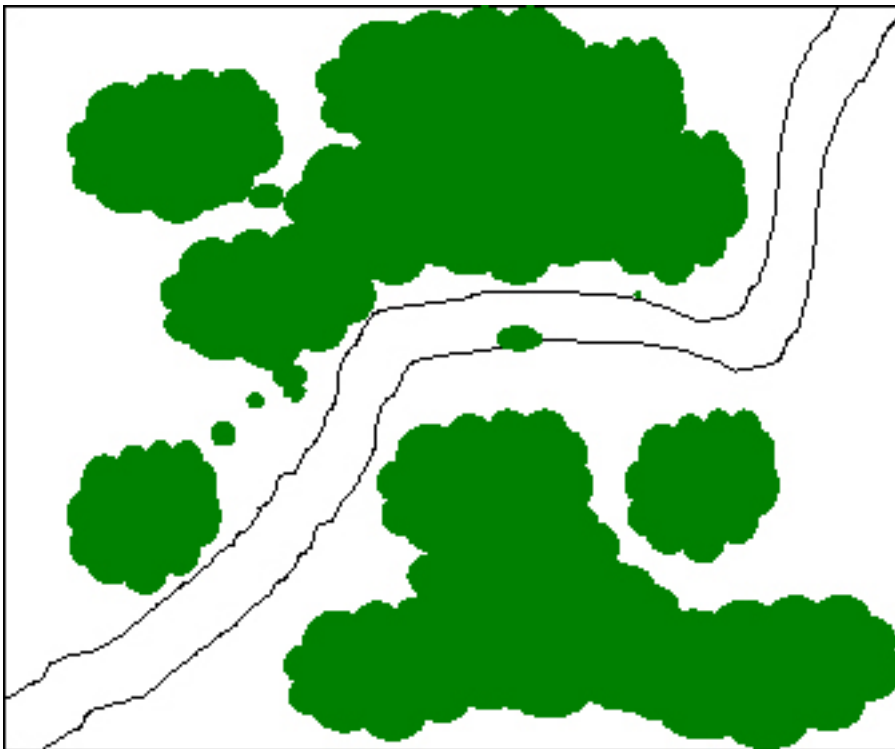
- 1 mechanized infantry platoon, consisting of:
 - 4 IFV's, Class 3 maximum and with a minimum Infantry capacity of 2 stands each
 - 8 Infantry stands (4 must be Rifle Teams; 4 may be Powered or specialist teams)
- 1 heavy tank platoon, consisting of:
 - 4 AFV's, up to Class 5
- 1 scout platoon, consisting of:
 - 4 light recon vehicles, Class 1 maximum
- 1 armored engineer section, consisting of:
 - 2 Combat Engineer Vehicles (CEVs), Class 3 maximum and each with an Engineer package (dozer blade and mine-clearing equipment)
- 1 air defense section, consisting of:
 - 2 air defense vehicles, Class 3 maximum and with at least a ADS system each
- 1 truck convoy, consisting of:
 - 10 medium cargo haulers, Class 4/Armor 2 maximum and with 16 capacity

points reserved for cargo

Attacker:

- 2 mechanized infantry platoons, each with:
 - 4 IFV's, Class 3 maximum and with a minimum Infantry capacity of 2 stands
 - 8 Infantry stands (4 must be Rifle Teams; 4 may be Powered, Anti-Armor, APSW, or Assault)
- 1 medium tank platoon, consisting of:
 - 4 medium AFV's, Class 3 maximum
- 1 fire support platoon, consisting of:
 - 3 self-propelled artillery (SPA) vehicles, Class 3 maximum and each with an artillery system
- 1 anti-tank section, consisting of:
 - 2 light AT vehicles, Class 1 maximum
- 10 Mine markers

Map:



Setup:

The map above is considered to be about 60" on each side. All trees are light trees, and the terrain is basically flat. The road is paved.

The defender must start at the Southwest end of the board, with the truck convoy on the road and his combat vehicles within 8" of the road and 4" of the edge of the board. The defender automatically wins initiative for the first turn.

The attacker may deploy his units anywhere on the board, but may not be within 30" of the Southwest corner. Infantry may be mounted or dismounted, as the attacker sees fit.

Victory Conditions:

The defender must get six or more vehicles off the Northeast corner to claim victory; at least one convoy vehicle to the Northeast corner of the map to claim a draw; and is defeated if no convoy trucks escape.

The attacker wins if all convoy vehicles are destroyed; forces a draw if he destroys five to nine; and loses if six or more vehicles escape the board.